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NEIMOIDIAN SHUTTLE

70

***Sheathipede*-class transport**

Rodian Scavengers

Raxus Prime

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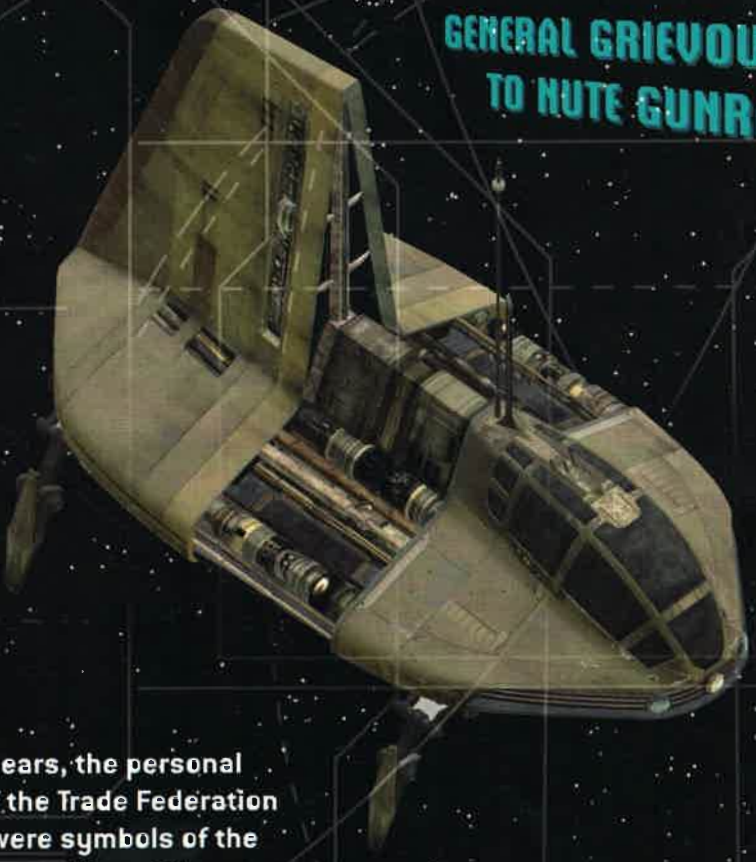
STAR WARS

"YOUR SHIP IS WAITING."

GENERAL GRIEVOUS TO NUTE GUNRAY



For many years, the personal shuttles of the Trade Federation hierarchy were symbols of the decadence, wealth and the prejudices of their owners. This was certainly the case with the Haor Chall Engineering *Sheathipede*-class shuttles that were so popular with the Neimoidians who took over running the Trade Federation shortly before the Invasion of Naboo.

THE *SHEATHIPEDE*-CLASS
TRANSPORT SHUTTLE

Never did starships so perfectly encapsulate the attitudes of their owners so well as the transport shuttles used by the Neimoidian leaders of the Trade Federation. Luxurious, impractical, bespoke – perfect for the likes of Nute Gunray.

Although they were already being used by senior staff in the Trade Federation, it was the Neimoidian leadership that took control of the organisation after the 'accidental' removal of almost the entire Federation Directorate at the Eriadu conference who really made the ships their own – so much so that the shuttle became known to many as the 'Neimoidian shuttle'.

Luxury Shuttle

The 20m-long *Sheathipede*-class shuttles were designed and manufactured by Haor Chall Engineering, the company that would go on to create many of the vehicles and starships for the Trade Federation military before and during the Clone Wars. The shuttles had bespoke interiors, kitted out to the specifications of each client. While the Trade Federation had a few standard shuttles for lower-level executive staff, the majority were unique to the senior executives who owned them. The shuttles' standard configuration came complete with a forward cockpit manned by a pilot – usually an OOM-series droid. However, a number of Neimoidian clients did away with the cockpit entirely. By fitting only automated controls, the passenger space could be extended. This was fine, as the luxury shuttle was never intended for long trips. It had no hyperdrive or weapons, just very heavy shielding and a huge fighter escort.

'I will be there within the hour...'

Nute Gunray

Landing Gear Claws

One of the most telling things about the *Sheathipede*-class shuttle was the landing gear. While most starships made a point of having flat-footed landing gear that spread the weight of the vehicle on landing, the *Sheathipede* had four legs that looked for all the world like the claws of the aggressive soldier beetles from which the shuttle took its design cue. Not only that, but the legs ended in entirely purposeless points. These invariably always caused some small damage to the landing platforms the shuttle visited – almost a contemptuous 'we were here' signature from the Trade Federation. The clawed legs made it impossible for the shuttle to land anywhere other than on reinforced platforms or other starships – the legs allowing the shuttle to clamp onto and dock with ships too small to have a docking bay for it to land inside. While many would see that as a drawback, limiting the craft to only the most advanced and established landing zones, the Neimoidians did not think so. If anyone couldn't afford a decent landing pad, they were clearly beneath the notice of the Trade Federation.

VARIATIONS ON A THEME

THE *SHEATHIPEDE*-CLASS SHUTTLE IN THE CLONE WARS

Prior to the outbreak of the Clone Wars, the *Sheathipede*-class transport shuttle had been reserved purely for the use of top-level executives in the Trade Federation. This changed after the creation of the Confederacy of Independent Systems and the First Battle of Geonosis.

The ruling executives of the Trade Federation had to endure many hardships during the Clone Wars. One of these, a particularly hard blow to their elitist sensibilities, was the manufacture of a number of *Sheathipede*-class shuttles to be used as basic transports during the war. These included an armed version of the craft used by Count Dooku, as well as shuttles for General Grievous and others deemed important enough to the CIS to receive them as gifts. The valued exclusivity was gone forever.

THE *LAPIZ CUTTER*

Trade Federation Viceroy Nute Gunray had his own *Sheathipede*-class shuttle, the *Lapiz Cutter*. A chamber at the top of the boarding ramp held his droid bodyguard during transit, with a blast door separating it from his very comfortable personal quarters. Still, these were not to Gunray's satisfaction. During the Invasion of Naboo, the shuttle still had a droid pilot. This lapse in good taste was corrected by the time Gunray used the *Lapiz Cutter* to escape Geonosis during the first battle of the Clone Wars. Removing the cockpit allowed the passenger cabin to be expanded to offer more comfort for those arduous journeys to and from orbiting craft. Eventually, Gunray's shuttle was repainted in the blue livery of the Separatists. Despite this, Gunray was quite attached to the vehicle, even having it recovered from a swamp on Rodia when a rampaging Kwazel Maw pushed it in. The last journey of the *Lapiz Cutter* was to Mustafar, where Gunray was killed by Darth Vader.

'Good. I shall meet the Viceroy when he lands.'

Senator Onaconda Farr

Dooku & Grievous

The armed variant of the shuttle carried three laser cannons – one to each side under the cockpit and one mounted at the apex of the top wing. Count Dooku used such a shuttle on occasion, and always had one aboard the CIS *Munificent*-class frigate he used during the Clone Wars. By preference, he used his solar sailer, as it had a hyperdrive. This was to prove his undoing over the planet Vanqor, when Anakin Skywalker and Obi-Wan Kenobi gave chase in Dooku's *Sheathipede* shuttle and shot down Dooku's craft. The armed variant of the shuttle had a slightly wider cockpit to allow for the gunner's position, to the right alongside the pilot.

General Grievous made use of a shuttle on a number of occasions. Like Dooku, his retained the pilot's position, as Grievous did not trust his fate to automated systems. Count Dooku regularly offered the expensive *Sheathipede*-class shuttles as gifts to placate and impress diplomatic contacts. This included a shuttle given to Mother Talzin of the Nightsisters of Dathomir.

Antiques

After the Clone Wars, *Sheathipede* shuttles became collectors' pieces for the wealthy, with the likes of Cato Neimoidia's Baron Tarko and Alderaan's Bail Organa possessing these luxurious curios.

SENATOR ONACONDA FARR

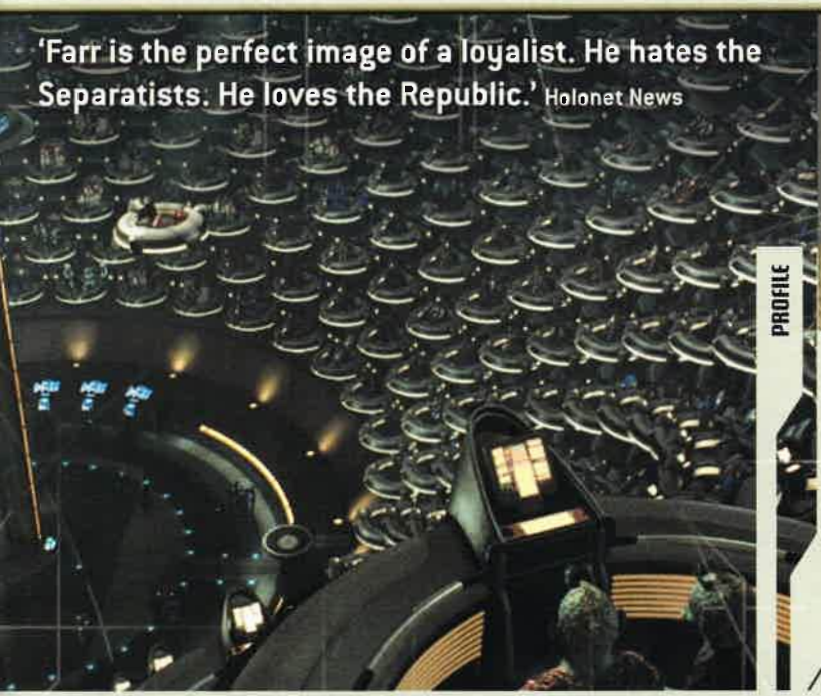
THE TRAGEDY OF UNCLE ONO

Representing Rodia and the Savareen Sector, Onaconda Farr was one of the great contradictions of the Galactic Senate in the waning years of the Old Republic - honourable, yet corrupt, a friend, yet a betrayer. Farr was robbed of his chance at redemption when his past caught up with him.

Onaconda Farr was the Senate representative for Rodia for 30 years before the outbreak of the Clone Wars. Though a very good friend to the likes of the President of the Refugee Relief Movement, Ruwee Naberrie of Naboo (he was called 'Uncle Ono' by Ruwee's daughter, Padmé), and a passionate supporter of charitable organisations like the RRM, Farr took full advantage of his position in the Senate, living in the kind of luxury that not many on Rodia could dream of.

Direct Action

One thing that few could argue about was that Senator Farr was a passionate believer in the Senate, and not just because of the lifestyle it afforded him. Being a Rodian, he did not have the pacifist leanings that had robbed the Republic of an effective standing military arm. A supporter of direct action, he fully backed Supreme Chancellor Finis Valorum in his decision to intervene when the Yinchorri began to attack and conquer neighbouring planets and systems. Farr did not initially support attempts to oust Valorum, despite being a member of Senator Orn Free Taa's group the 'Rim faction' – a group of senators representing Mid and Outer Rim Systems who often banded together as block



'Farr is the perfect image of a loyalist. He hates the Separatists. He loves the Republic.' Holonet News

PROFILE

Onaconda Farr

Homeworld
Rodia

Species
Rodian

Gender
Male

Weapons
None

Affiliation
Rodia, Galactic Senate

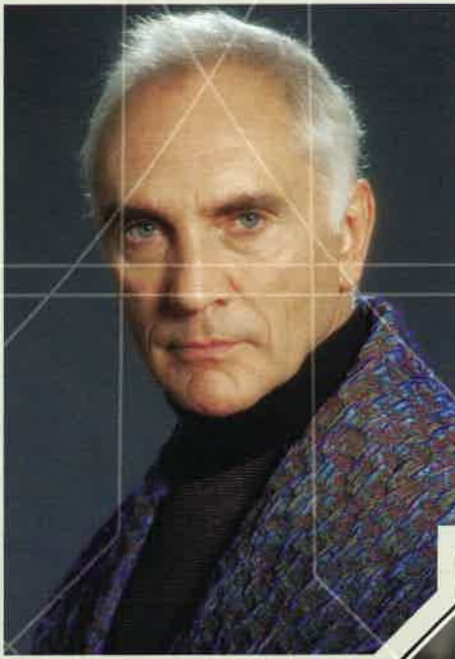
vote and who often opposed Valorum's measures. However, when Chancellor Valorum seemed unable to move against the Trade Federation over their invasion of Naboo, Farr's support was withdrawn.

Against Palpatine

If Onaconda Farr had been disappointed in Valorum by the end, he was continually irritated by Chancellor Palpatine from the outset. After the groundswell of sympathy over the Naboo invasion, and some background assurances from Orn Free Taa that the man would be easy to manipulate, Palpatine had been voted in as Supreme Chancellor. As the galaxy descended into chaos when the Separatist Crisis took hold, Farr was frustrated by Palpatine's inaction and weakness. It seemed to Farr, and he often said it, that the man was pursuing his own plan at a great cost to the Republic.

Loyalist?

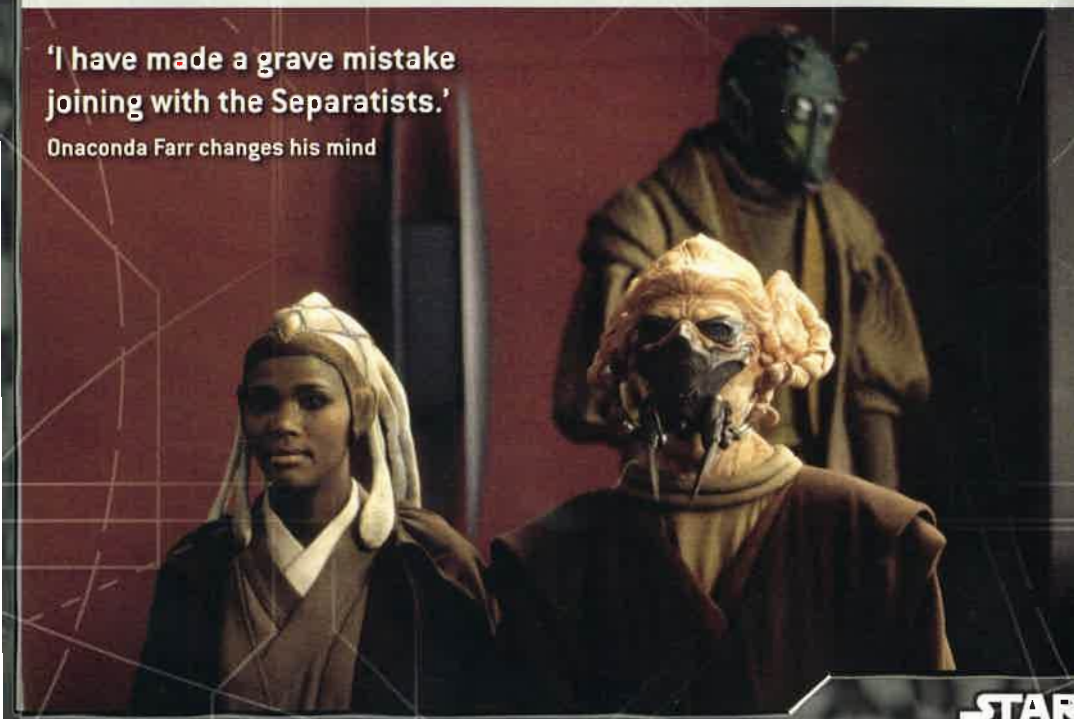
Senator Farr became one of Supreme Chancellor Palpatine's most dedicated critics. And Farr was a supporter of the Military Creation Act, despite his



affection for one of its greatest opponents, Senator Padmé Amidala. Palpatine's opposition to the Act was bad enough, but his call to negotiate with Count Dooku, leader of the Separatists, infuriated Onaconda. Clearly negotiations were pointless in the face of Separatist aggression. Palpatine went further, creating the Loyalist Committee to help advise him on his dealings with the Separatists. This hand-holding by his closest allies weakened Palpatine greatly in Farr's eyes, and distanced the Chancellor further from the realities of the Senate.

The Play's The Thing...

Some 30 years after first taking up his role as Senator, Onaconda Farr brought Rodian theatre to Coruscant when he wrote and then paid to stage a play called *The Trickery of Vosdia Nooma*. Farr even appeared in the play himself; a thinly veiled allegory of Farr's militarist position. Just before a vote on the Military Creation Act, Onaconda Farr went a step further. After careful research, he released a list of 245 key individuals within the Republic who had secret ties to the Separatists. Most embarrassingly for Palpatine, it included a member of the Loyalist Committee. When that person was removed, Farr was elected to the vacant post. Before the Military Creation Act could go forward to be voted on, events overtook the Senate. A clone army was uncovered, the Separatists formed the CIS, and war erupted on Geonosis.

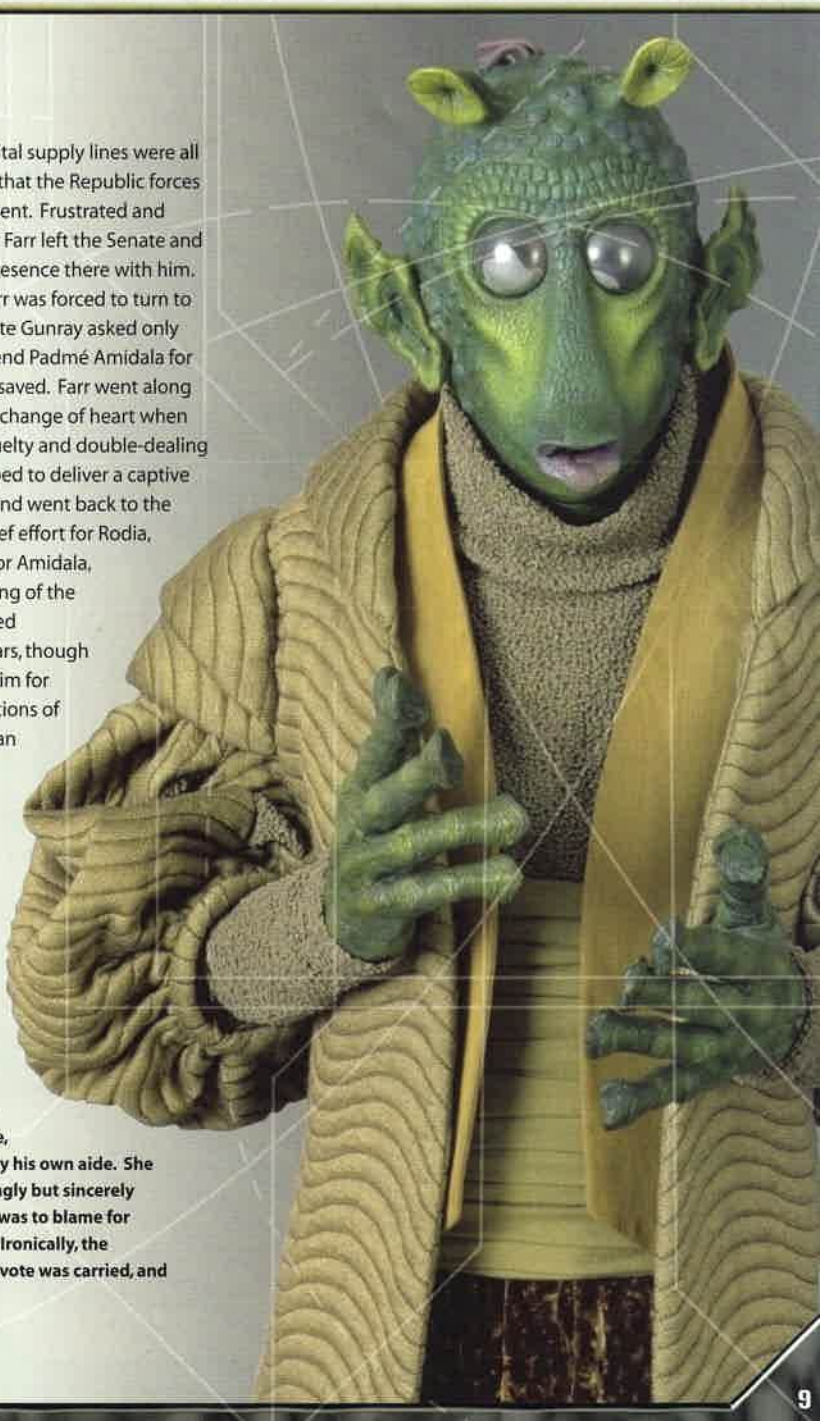


'I have made a grave mistake joining with the Separatists.'

Onaconda Farr changes his mind

Change Of Heart

Early in the war, Rodia's vital supply lines were all but cut by pirate attacks that the Republic forces could do nothing to prevent. Frustrated and feeling betrayed, Senator Farr left the Senate and took the entire Rodian presence there with him. On Rodia, a desperate Farr was forced to turn to the Trade Federation. Nute Gunray asked only that Farr turn over his friend Padmé Amidala for the Rodian people to be saved. Farr went along with this, but soon had a change of heart when the depth of Gunray's cruelty and double-dealing was uncovered. Farr helped to deliver a captive Gunray to the Republic, and went back to the Senate. The Republic relief effort for Rodia, driven through by Senator Amidala, helped relieve the suffering of the Rodian people. Farr served throughout the Clone Wars, though some on Rodia blamed him for inciting the vindictive actions of the Separatists, who began targeting Rodian interests after Nute Gunray's capture.



The Death of Onaconda Farr

Realising the error of his militaristic leanings, Farr later helped Padmé Amidala find support to block further spending on clone troopers. While there, Farr was fatally poisoned by his own aide. She was one of those who wrongly but sincerely believed that Senator Farr was to blame for bringing the war to Rodia. Ironically, the Senator's death meant the vote was carried, and the war raged ever on.

TIE BOARDING CRAFT AND TIE SHUTTLE

BOMBER VARIANTS

The TIE/sa, or TIE bomber, was a successful craft in its own right, and spawned a number of variants that used the same basic hull and wing configuration. Key to these were the secondary hull, which was modified to carry passengers in two of the most successful offshoots.

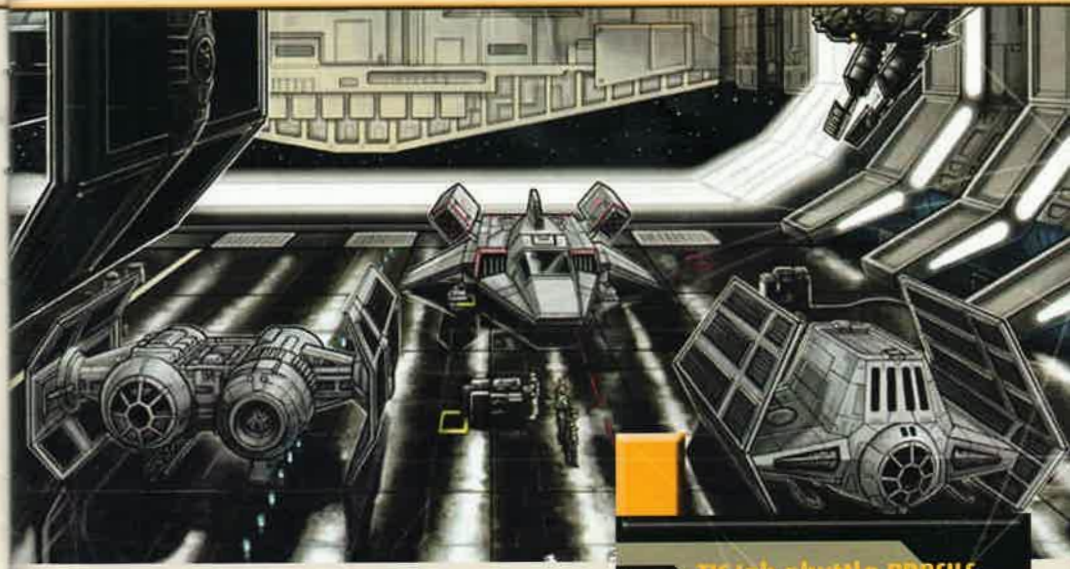
Both the TIE boarding craft and the TIE/sh shuttle had landing gear, something that made them for a while the only TIE-series craft that didn't have to dock using the racks found aboard larger Imperial ships and bases.

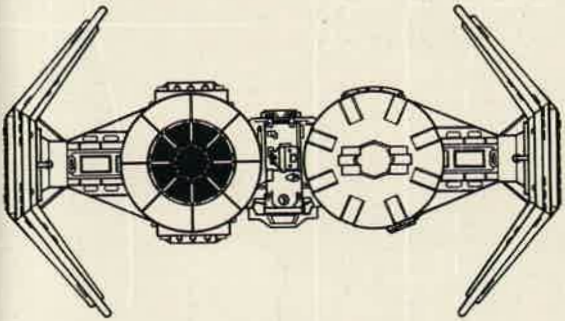
TIE Boarding Craft

Most infamously used during the capture of Princess Leia Organa's consular vessel, the *Tantive IV*, the TIE boarding craft was designed to carry a squad of troops to an enemy vessel or installation. However, as it had no shielding or weapons, the shuttle required fighter escort or cover from a capital ship. If there was no hangar for the craft to land in, the pilot brought the craft around to a suitable point – a weak section of hull or a docking port – and magnetic clamps sealed the passenger pod to the target. A scanner quickly assessed the area in front of the automated hull cutter, while the troops in the pod readied themselves. The cutter worked quickly, using small shaped charges to blow the cut section of hull or docking port into the target vessel. The resulting smoke and noise gave the boarding troops a vital second or so of cover. Twelve troops could be carried into battle, with space for equipment. The boarding craft was also used to ferry prisoners back to waiting Imperial ships.

TIE/sh Shuttle

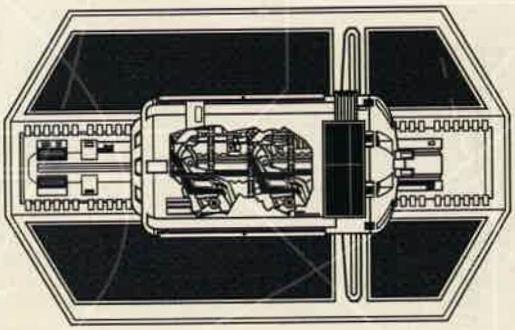
Far from a luxury option, the TIE/sh shuttle was a utility transport for short-range travel, most usually between craft in a fleet group. Reserved for higher ranking officers and smaller items of priority cargo, the secondary pod could comfortably hold two passengers. Again, the shuttle had no shielding and only a single, low-powered laser cannon, requiring a fighter escort if danger was close by. While efficient, it was not a popular choice for those who used it, as they coveted the more luxurious *Lambda*-class shuttles.





TIE/sh shuttle PROFILE

Manufacturer
Sienar Fleet Systems
Length
7.8m
Weapons
1x laser cannon
Crew
1x pilot
Passengers
2
Affiliation
Galactic Empire

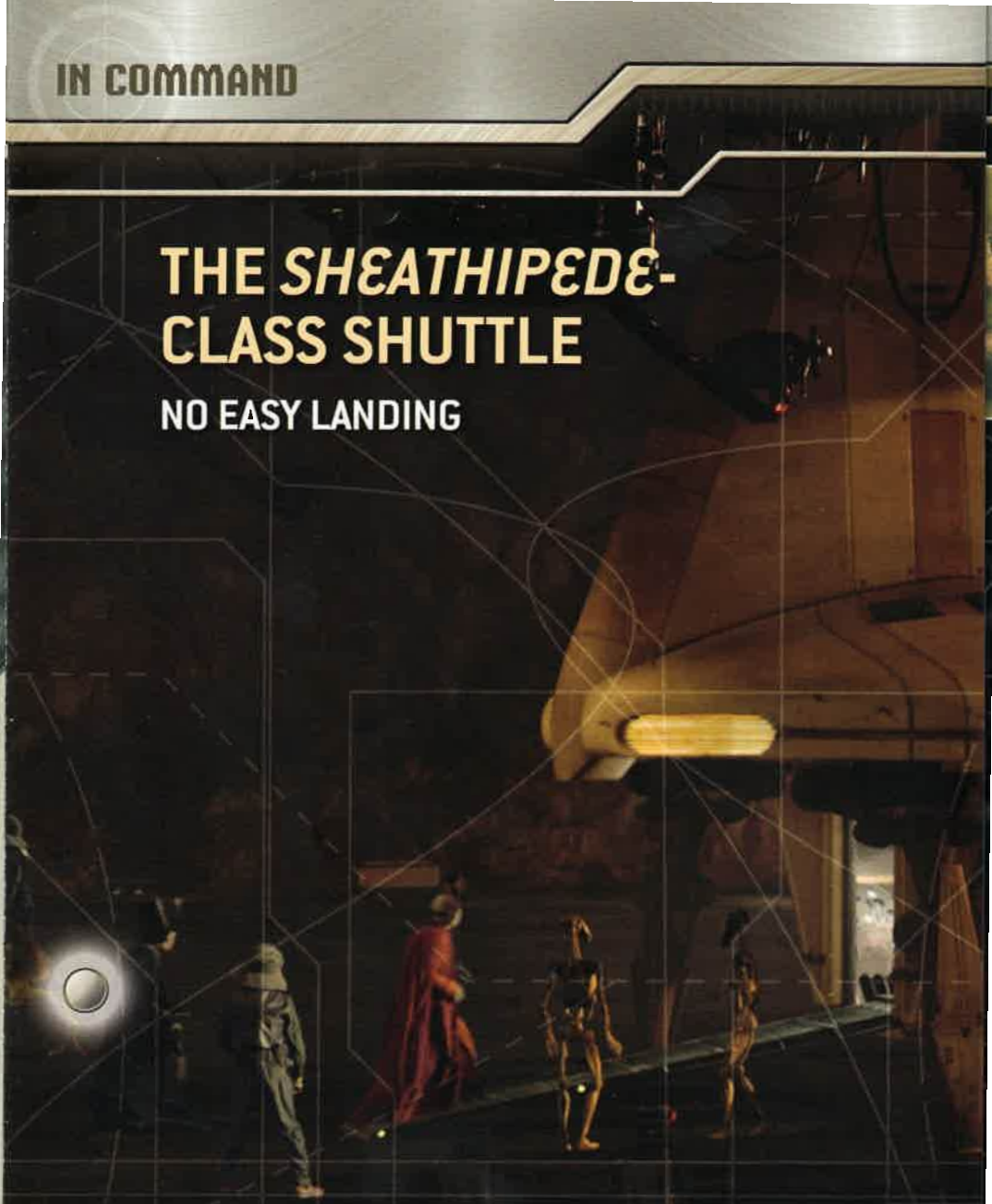


TIE boarding craft PROFILE

Manufacturer
Sienar Fleet Systems
Length
7.8m
Crew
1x pilot
Passengers
12 stormtroopers
Affiliation
Galactic Empire

THE *SHEATHIPEDE*-CLASS SHUTTLE

NO EASY LANDING



The Neimoidian shuttle's landing gear was very weak. To maximise the space inside, the slender legs folded but stayed outside the hull. Landings had to be carefully handled and in an emergency, the gear almost always sustained damage, as when Anakin Skywalker crashed-landed on Vanqor in the shuttle he took from Count Dooku.

THE *SHEATHIPEDE*-CLASS SHUTTLE

Type
Short-range executive personal transport shuttle

Manufacturer
Haor Chall Engineering

Length
20m

Maximum Speed
880km/h (in atmosphere)

Hyperdrive systems
none

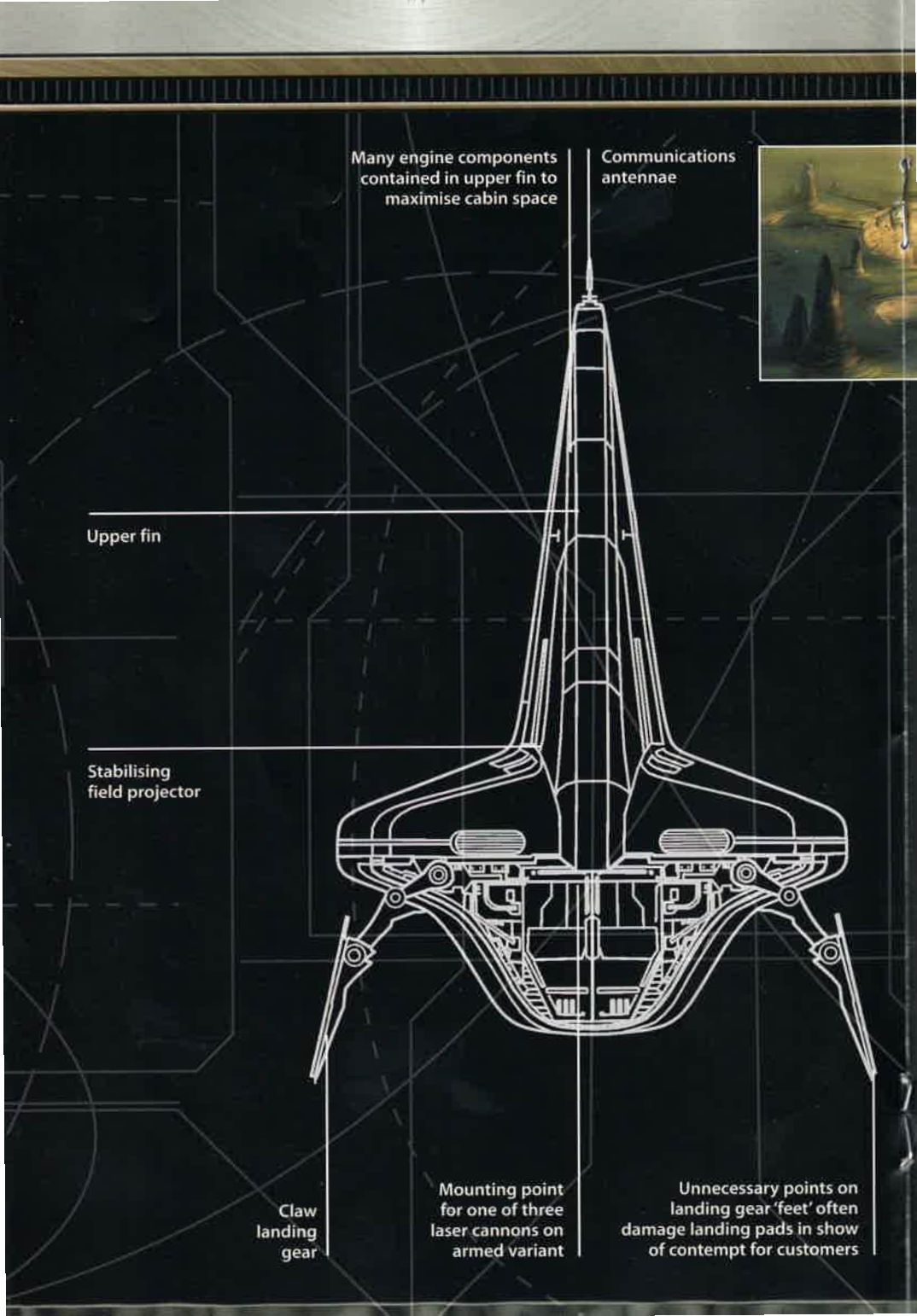
Weapons
none (armed variant; 3x laser cannon)

Crew
1x pilot or auto-pilot system
(armed variant; 1x pilot, 1x gunner)

Passengers
6

Consumables
1 week

Long after the Clone Wars, Neimoidians still used *Sheathipede*-class shuttles when on their rare trips off-world, liking the luxury they afforded. After the horrors the Neimoidian-controlled Trade Federation had unleashed, their shuttles were treated with suspicion wherever they went. This didn't stop the 'antique' vessels becoming collectors' pieces amongst the wealthy who could afford them.


Many engine components contained in upper fin to maximise cabin space
Communications antennae
Upper fin
Stabilising field projector
Claw landing gear
Mounting point for one of three laser cannons on armed variant
Unnecessary points on landing gear 'feet' often damage landing pads in show of contempt for customers

Boarding area on Nute Gunray's shuttle used for battle droid storage

Sensor computer

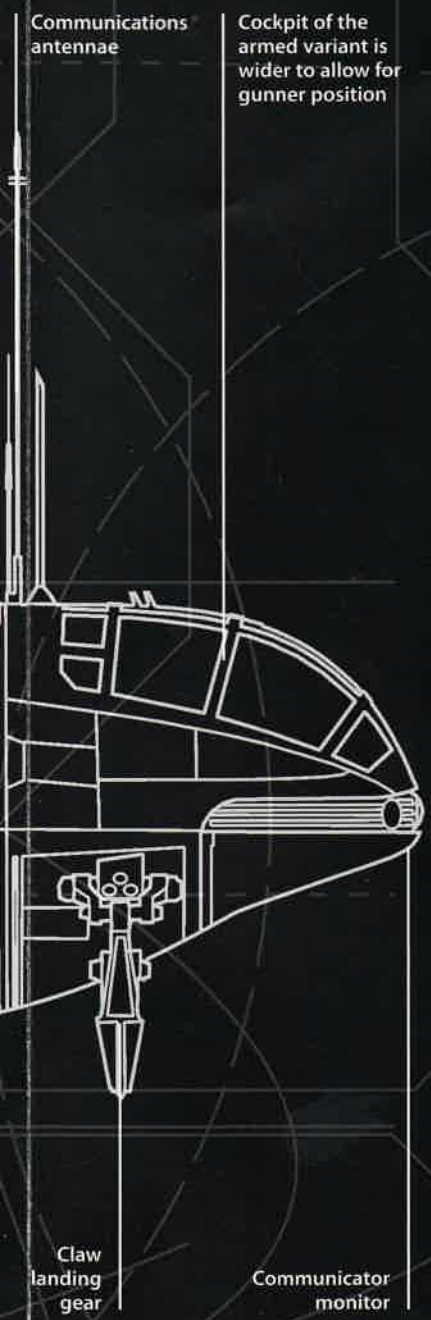
Armour plating

Fin

Power generators

Power generators

Sublight engine


Communications antennae
Cockpit of the armed variant is wider to allow for gunner position
Claw landing gear
Communicator monitor

Fate of the *Lapiz Cutter*

Nute Gunray's shuttle, the *Lapiz Cutter*, was lost on Mustafar when the landing platform it was stored at was destroyed. The violent lightsaber duel between Obi-Wan and Anakin had shut down the shields that protected much of the lava mining operation that had housed the Separatist council's last hiding place.

No room for OOMs

Trade Federation Viceroy Nute Gunray ensured his personal shuttle, the Lapiz Cutter, could carry his OOM-series battle droid bodyguard. Of course, the Viceroy didn't want to travel in the same space as the droids, so they were allotted recharge racks in the rather spartan bay at the top of the boarding ramp. On arrival at any location, the battle droids would file out and form an honour guard for the Viceroy. Gunray stayed safely inside the shuttle until the droids had made quite sure it was safe.

RODIAN SCAVENGER CARTEL

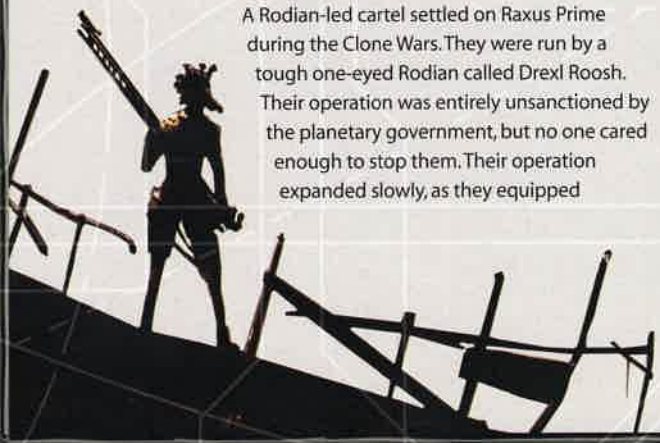
RAXUS PRIME'S JUNKERS

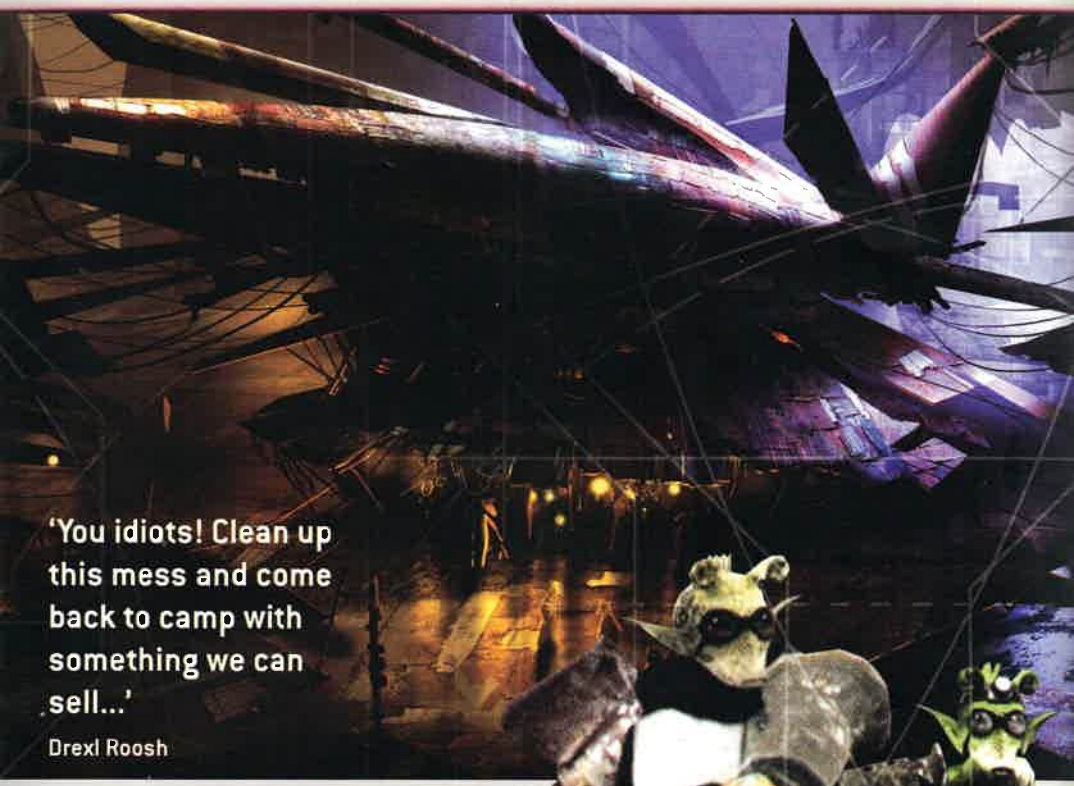
The massive junkyard that was Raxus Prime attracted many recycling operations, the largest and best organised being from corporations such as Sienar Fleet Systems. However, there were many other smaller operations, a number of which were illegal and viciously territorial.

Covered with wrecked starships, machinery, droids, chemicals and so on, the surface of Raxus Prime was a deadly mess of industrial pollution. However, it was also a treasure-trove of recyclable starship plating, heavy metals, working components, and even forgotten valuables. Numerous scavenging operations scoured the junk mountains for these precious items.

A Dangerous Game

A Rodian-led cartel settled on Raxus Prime during the Clone Wars. They were run by a tough one-eyed Rodian called Drexl Roosh. Their operation was entirely unsanctioned by the planetary government, but no one cared enough to stop them. Their operation expanded slowly, as they equipped themselves with skiffs to help transport workers and the treasures they recovered. At one point, the cartel arranged for the shipping of an entire clan of Jawas from Tatooine, virtually enslaving them and using the ingenious little creatures for the dangerous task of scavenging through starship carcasses using plasma cutters and even shaped charges. The Jawas worked closely with the rippers. These Rodian technicians used repulsorlift equipment to move the junk around, and had large, powerful claw-like cutting tools to rip through starship plating so the Jawas could swarm into the wrecks. At some point during the expansion of the cartel's territory, a little after the Great Jedi Purge at the end of the





'You idiots! Clean up this mess and come back to camp with something we can sell...'

Drexl Roosh

Clone Wars, the Rodians ran foul of the insane Jedi Master Kazdan Paratus. His vicious, Force-controlled 'scrap guardians' became a significant threat, leading the Rodians to bring out the heavy weapons. Armoured guards carrying heavy repeater cannons would be sent in to secure a salvage dig site or a wreck, blasting apart any opposition. They maintained a protective perimeter while the rippers and Jawas did their work. It was a dangerous, but highly profitable, enterprise.

Camping Out

The Rodian cartel's territory was dotted with camps, temporary and more established, where salvage was sorted and graded for transport off-world. More often than not, these camps were concealed in 'caverns' under the junk, safe from prying eyes. The Jawas ensured their own areas were warrens of tiny tunnels that afforded them some privacy from their Rodian masters.

RAXUS PRIME

OUT OF SIGHT, OUT OF MIND

In times so far past as to be regarded as legend, Raxus Prime was a world of astounding beauty. Then, beginning some 14,000 years before the Clone Wars, industry began to leave its mark. 1000 years before the Galactic Empire, Raxus Prime had become a toxic wasteland.

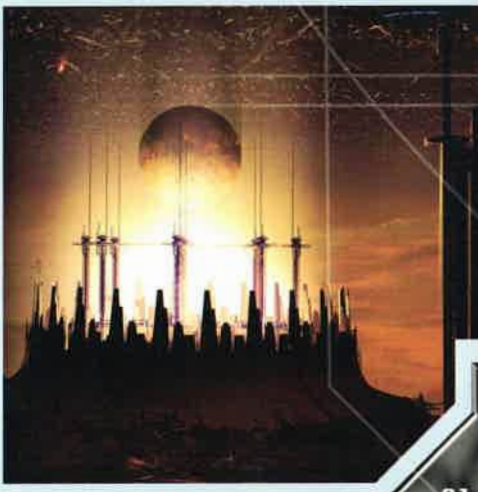
The ecological tragedy of Raxus Prime, an Outer Rim planet in the Tion Hegemony, should serve as a lesson to those who turn a blind eye to the dangers of industrial pollution. Backhanders and bribes and reasons to look the other way meant that the toxic waste and rubbish from home-grown industry was added to through dumping from off-world corporations, including the Trade Federation, Techno Union, Commerce Guild and many other smaller operations. The surface of the planet soon vanished under unimaginably deep piles of waste.

Hidden Away

The people of Raxus Prime gave up on their world, feeling powerless to do anything about it. Instead, they moved into sealed living environments. These were linked by transit systems running through deep tunnels to the factories and industrial concerns where the people worked. These were slowly taken over by off-world organisations, and yet more pollution was poured out onto Raxus Prime's surface. Over the years, the waste covered many secrets. Count Dooku spent two years on Raxus Prime, conceiving of the Confederacy of Independent Systems. Though the CIS agreements were signed on Geonosis, Raxus Prime was its birthplace. Dooku had other interests there, as well as his personal fortress home. He had learned of the existence of a device called the Force Harvester, which had been built by the Krath 5000 years earlier, and rediscovered by Sith Lord Exar Kun

Ironically, many corporations came to Raxus Prime during the last years of the Old Republic and the early years of the Empire to recover and recycle the valuable materials dumped there.

during the Great Sith War over 3,900 years previously. It was the power source of the terrible Dark Reaper, which Dooku planned to unleash on the Republic. Despite an attack by the Republic's clone armies, Dooku was able to recover the Harvester, though the Reaper would be destroyed later on Thule. Over the centuries, that would not be the only secret Raxus Prime would conceal, nor the only conflict it would see.



Life Of A Sort

Organic life, from bacteria to huge Raxan garbage worms, was not the only thing moving around, through and under the junk piles. There were countless droids too, rough collections of scavenged parts from the billions of scrapped droids dumped on the planet. Though they were dismissed as eccentric mobile scrap, many moved with a common purpose. The

'You don't realize how important a datapad is until you're stranded on Raxus Prime with nothing but your boots and a blaster.' Han Solo

Drexl's End

Drexl Roosh's operation hit hard times when Sienar Fleet Systems expanded their operations to 'his' territory. Later, the Rodian cartel was decimated and Drexl killed when Darth Vader's apprentice, Starkiller, arrived seeking to destroy the orbiting Imperial shipyard. The group survived with a new leader and continued their work. Ironically, the destruction Starkiller caused stirred up all sorts of valuable scrap, not to mention what could be taken from the ruins of the cannon and the Star Destroyer.

Core was an artificial intelligence that existed across the planet, created by all the dumped droid brains and other computers that had fused together. Its primary computer was destroyed by Darth Vader's apprentice, Starkiller, and its droid servants immobilised. For a time, there were fewer 'living' junk droids on Raxus Prime.

Jedi Madman

There were many groups scavenging through the junk piles of Raxus Prime, as well as the massive corporate operations. One of the largest illicit groups, a Rodian cartel run for a time by Drexl Roosh, found itself facing a problem so large that it kept the Empire from dominating operations on the planet. During the Great Jedi Purge, the Aleena Jedi Kazdan Paratus had fled the Jedi Temple just as Darth Vader arrived to carry out Order 66. Driven mad by his failure and cowardice, he came to Raxus Prime. There he built a facsimile of the Jedi Temple, complete with a junk version of the High Council. The surrounding territory was patrolled by 'junk guardians' held together by the Force and Kazdan's madness. Paratus was finally killed by Starkiller, Darth Vader's apprentice. Drexl was not pleased about this. Although the junk guardians had been dangerous, the insane Jedi Master had been enough to keep the Empire away. With him gone, the Empire and its allied corporations expanded their operations.

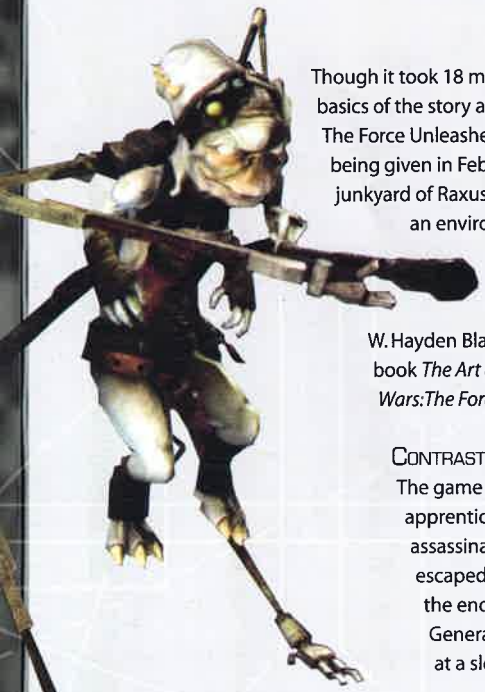
The Ore Cannon

Just two years before the Battle of Yavin, Starkiller returned to Raxus Prime. His mission was to destroy the Sienar Fleet Systems operation on and above the planet. A huge recycling operation was sending useful scrap to a massive smelting operation that had been established around an immense rail-gun dubbed the ore cannon. Recovered metals were formed into a sphere that was blasted up to an orbiting shipyard where Sienar Fleet Systems techs used it to create hull plating for Star Destroyers. Starkiller used the cannon to destroy the shipyard before using the Force to crash the last surviving Star Destroyer from the yard into the ore cannon itself.

THE FORCE UNLEASHED

CREATING RAXUS PRIME

Released worldwide in September 2008, the video game *Star Wars:* The Force Unleashed took *Star Wars* fans back to Raxus Prime, a planet first explored in games in the 2002 title *Star Wars:* The Clone Wars. The Force Unleashed visited Raxus Prime twice, revealing a complex and dangerous environment.



Though it took 18 months to develop the basics of the story and the characters in The Force Unleashed, with the final approvals being given in February 2006, the galaxy's junkyard of Raxus Prime had always been an environment the team had wanted to explore, as writer and Force Unleashed project leader W. Hayden Blackman explained in the book *The Art and Making of Star Wars: The Force Unleashed.*

CONTRASTS

The game saw Darth Vader's apprentice, Starkiller, ordered to assassinate surviving Jedi who had escaped the issuing of Order 66 at the end of the Clone Wars. General Kota was tracked down at a sleek, clean TIE fighter manufacturing facility. Former Jedi Council member Shaak Ti was found on lush, organic Felucia. A third Jedi Master was needed, and Raxus Prime provided the inspiration. 'To contrast with the nature-oriented Shaak Ti we turned to creating a Jedi who – not unlike Anakin – would be much more technologically inclined,' Blackman explained. 'We also knew early on that we wanted to include the junkyard planet, Raxus Prime, as a central location. Kazdan [Paratus] thus began in his short bio as an accomplished droid maker who has retreated to Raxus Prime after Order 66. He has become paranoid and addled, and has surrounded himself by a "droid army" cobbled together from the junk that surrounds him.'

Jawa Camp

The Rodian scavengers, led by Drexl Roosh in the Wii and PS2 version of The Force Unleashed, and also present in the novel, brought a whole tribe of Jawas to Raxus Prime. Concept artist Stephen Chang created an image of their camp: 'It's basically a market with strung-up lights in a world where these giant ship parts are covering up everything, almost like a cave. I wanted to create a tent-like feeling, but with everything made of metal.'

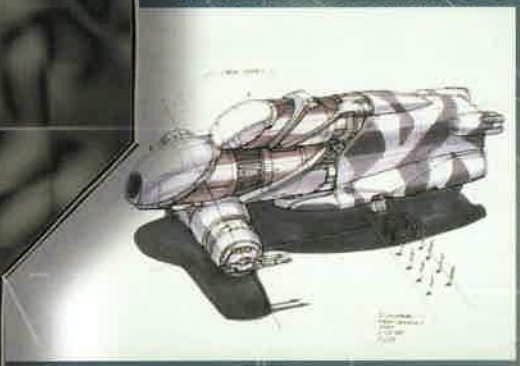
Not Everything Makes It

As well as the insane Jedi Master and his droid guards – including a huge 'junk titan' – the player must deal with the Rodian scavengers who scour the piles of scrap for anything of value. In the Wii and PS2 versions of the game, Starkiller twice encounters the leader of the Rodian faction, something not explored in the X-Box 360 or PS3 versions of the game. The novelisation, written by Sean Williams, includes The Core – a sentient computer with its own droid army. Though concept art exists for The Core, it was never included in any version of the game. This is possibly just as well – Raxus Prime is a dangerous enough environment for the player to conquer!

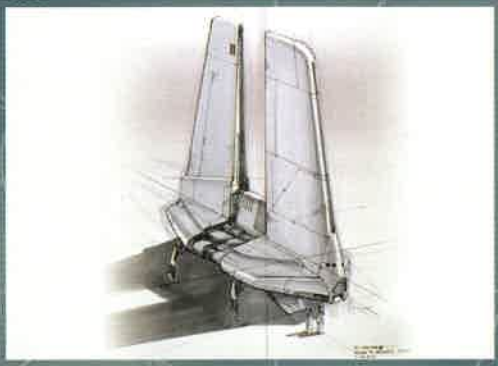
THE NEIMOIDIAN SHUTTLE

LATE DEVELOPER

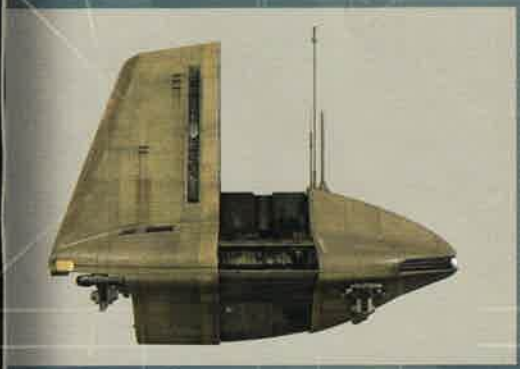
BUILDING THE *SHEATHIPEDE*-CLASS



1 Chiang's first concepts for the shuttle more closely resembled the Multi-Troop Transports.



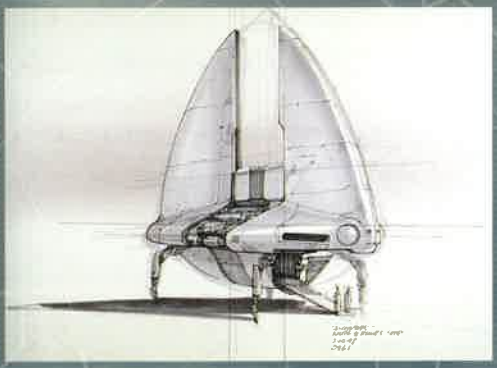
2 In March, Chiang turned half his design for the Neimoidian landing craft on its side to get this look.



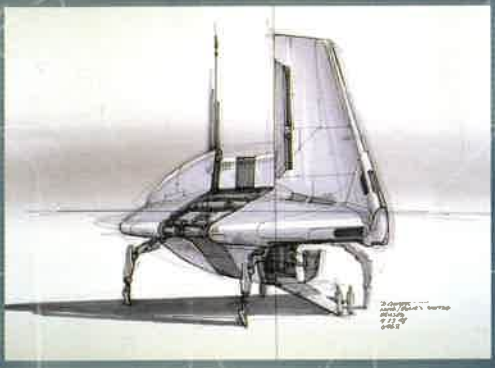
5 This Episode II digital model has no cockpit canopy and was declared to be an autopilot version.

6 This Episode III version of the shuttle shows the cockpit canopy over the forward section.

As with most of the starships and vehicles from Episode I, the early concepts were created by Design Director Doug Chiang. The shuttle was developed relatively late on in the production process, with the early sketches being dated February 1998. By contrast, the MTT and the landing craft had been created three years before.



3 Expanding on the insect-like look, Doug rounded the wings and made the shuttle a little smaller.



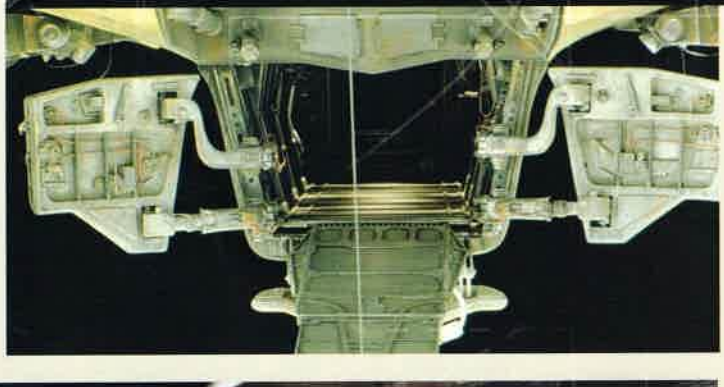
4 Director George Lucas approved the concept, asking only that the front wing be removed.

7 A rear view of the production model of the shuttle that was made for Episode I.

8 This photograph shows the highly detailed interior of the Episode I production miniature.

1 In which *Star Wars* film do we first meet a member of Kazdan Paratus' species, the Aleena?

2 What was odd about the interior space at the top of the boarding ramp to Nute Gunray's luxurious personal shuttle in Episode I?



3 True or False: General Grievous' *Sheathipede*-class shuttle had no cockpit, just an autopilot system?

ANSWERS:

1. In Episode I, Podracer Watts Tyrell was an Aleena. He crashed explosively in the Laguna Cave during the Boonta Eve Classic Podrace that saw Anakin Skywalker win his freedom.

2. The space directly at the top of the boarding ramp was distinctly bare and certainly not luxurious. It was where Gunray's battle droid bodyguards were stationed during transit.

3. False: Grievous didn't trust automated systems. His shuttle had a droid pilot, and he barely tolerated that. Any battle droids within his reach tended to have a short lifespan.

KALARBA – KUAT

Kalarba
Region: Mid Rim
System: Kalarba System

This beautiful world was largely only seen as a blue-green backdrop to Hosk Station – the moon that was such a hive of activity from the early years of the Old Republic. Sadly, the planet, its inhabitants and wildlife were lost when the Yuuzhan Vong smashed Hosk Station into it.

Kamino
Region: Wild Space
System: Kamino System

One of the worlds wiped from records by Count Dooku before the Clone Wars, Kamino was home to cloning experts. The rain-lashed planet had suffered a dramatic climate shift in its past that melted its icecaps and flooded the whole world, save for a very few mountain tops.

Kashyyyk
Region: Mid Rim
System: Kashyyyk System

The Wookiee homeworld was one of few with a perfectly circular orbit and no axial tilt, giving it one continuous season. That and the massive wroshyr trees led many to believe the planet was tinkered with by the Rakatan Infinite Empire, many thousands of years before the Old Republic.

Kessel
Region: Outer Rim Territories
System: Kessel System

This deformed, asteroid-like planet had a very small moon until it was destroyed by the Death Star prototype. It was the only place where the narcotic glitterstim spice, made from the webs of huge spiders, was found. It was a prison for centuries, before slavery was abolished.

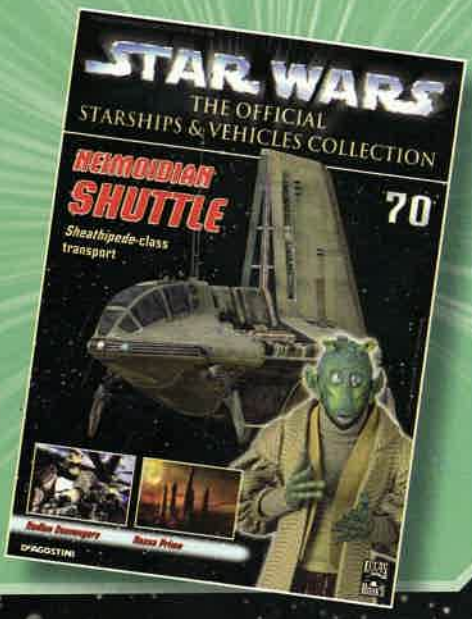
Korriban
Region: Outer Rim Territories
System: Horuset System

Surely the darkest place in the galaxy, but for the destroyed planet Byss, Korriban was the resting place of generations of Sith Lords, whose ghosts haunted their tombs. Later Sith came there to seek guidance from the spirits but many quests ended in madness or death.

Kuat
Region: Core Worlds
System: Kuat System

Home to the orbiting Kuat Drive Yards, the planet's surface was relatively untouched by industry. Kuat was run by the Ten – fabulously rich families who co-founded the shipyards. Their deadly political intrigues were played out through murders and arranged marriages.

IN THIS ISSUE



WITH ISSUE 70: NEIMOIDIAN SHUTTLE

Model unavailable for photography at time of going to print.

IN YOUR NEXT ISSUE

WITH ISSUE 71: DOOKU'S SOLAR SAILER

Model unavailable for photography at time of going to print.

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